THE GRENADIER BULLETIN

The Newsletter From Your D. & D. Figure Company

Grenadier VOL. 1, NO. 1.

EDITOR-Kim Eastland
PHOTOS-Bernadette Connors

Advanced D. & D. Figure Line EXPANDS

Grenadier Models Inc. has begun releasing their Advanced Dungeons & Dragons Blister Packs. The "100" line is already on the racks in most parts of the country. Beginning with #101, The Rakshasa, 2 of the "evil spirits encased in flesh", one Elephantine and one Reptilian, Grenadier has once again pioneered new advances in fantasy figures. Working in co-operation with the designers at TSR,Grenadier's new figures are perfect by themselves or can be integrated with their boxed sets of Advanced Dungeons & Dragons figures.

Other new packs include; #102 Bugbears, 4 of the "hairy, giant goblins" armed with sword and axe, #103 Orcs, 5 Orc warriors, all with differant armor and weapons, #104 Lizardmen, 4 of the large reptilian warriors- 2 fighters and 2 captains with Battle Axe and Dragon-turtle shield, #105 Djinni-Efreeti pack. This contains 1 huge Djinni arising from his brass bottle, 1 Efreeti engulfed in flames, and their horde of treasure. And #106 Driders, 2 of the spider-centaurs found in TSR Advanced D. & D. module Q1, Queen of the Demonweb Pits. One Drider is a spear caster, the other a Centurion complete with leopard skin sash and War Axe.

Further releases,available this winter,will be; #107 Umberhulk-Xorn, a huge, new Umberhulk and beautifully detailed Xorn will complete this pack #108 Goblins, 5 assorted Goblins preparing to attack any party they cross and #109 Basilisk-Cockatrice, 2 each of this "stunning" pair of monsters.

Grenadier plans no "limitation" on their blister packs at this time so the fun should go on and on for fantasy miniaturists. If your local hobby store does not carry Grenadier Blister Packs, ask them to start. They'll be glad they did!



(Pictured Above, Grenadier's Blister Pack #105- Djinni-Efreeti & treasure)

ORCS & MONSTERS RELEASED

Building on their solid line of Advanced Dungeons & Dragons boxed sets, Grenadier has released "Orc's Lair" #2011. This figure set contains an Orc shaman, priest, standard bearer, captain, and 5 warriors, all exquisitely detailed. Perfect for use in miniature battles, role-playing scenarios, or dioramas they are a "must" item for any serious fantasy collector.

The next boxed set, "Dwellers Below", will be released in February and features all the monsters you hate to meet in a dark cavern. In addition to a Beholder, Intellect Devourer, and Roper are creatures normally found "below", including some created especially for modules like the Yuan Ti found in Advanced D. & D. Dungeon Module I1 "Dwellers of the Forbidden City" and the Aspis drone found in Dungeon Module A1, "Slave Pits of the Undercity". The "Dwellers Below" will be box #2012.

esp

Editorial Statements & Perspective

Hi! If you are wondering why you are holding a newsletter in your hands from Grenadier, instead of from your usual Christmas huckster, it's because for some reason or another you are on our mailing list. And, being on our mailing list, you are witnessing a first; to be exact, the first Grenadier Bulletin. Now, you ask yourself, why does a firm who makes miniatures need a newsletter? Well, basically because there is so much information we want you to have access to that there is no other effective way of getting it to you. The magazines that cover our hobby do not devote all that much room to miniatures and we felt some of these things you just had to know about as soon as possible. Also, we wanted to provide those of you without a local hobby store with a means of ordering our product. AND we wanted you to have a chance to "stand up & be counted" by filling out our Questionnaire & sending us your views. This last is very important for our future releases as we try to gear our figures to your wants and needs. So, actually, this newsletter is for the expressed purpose of Grenadier remaining YOUR miniature company.

We plan on putting out a Grenadier Bulletin 3 or 4 times a year so if you have a friend who is interested in being put on our mailing list have him drop us a line and he'll receive the next issue we will publish. In the meantime, let him look at yours. After all, party members share provisions, right?

If you have any suggestions, comments, or questions, write me in care of GRENADIER MODELS, INC.

POB 305
Springfield, PA. 19064

We love to hear from you!

Your Editor,

Kim Eastland

P.S.PLEASE do not write me with any questions concerning the Advanced Dungeons & Dragons game. That is TSR's field and they, or their publication, The Dragon (which we recommend), can help you.

FIGURE FLASH CONTEST

Since so many of you cannot enter a miniature competition (due to none in your area) or attend a convention where there is one, Grenadier has decided to hold one by mail. The First Grenadier "Figure Flash" competition will be held from now until March 31. The competitions rules are listed below. The First Prize Winner will receive a $50.00 Gift Certificate from Grenadier to be used for merchandise ordered directly through Grenadier. The Second through Fifth Place Winners will each receive a $25.00 Gift Certificate to be used for merchandise ordered directly through Grenadier. Entries will be accepted no later than March 31, 1982.

"Figure Flash" Rules & Regulations

1. All entries must be in the form of either a 5" x 7" COLOR glossy OR a color slide. These entries will NOT be returned and become the property of Grenadier Models.

2. The subject matter of all photos or slides must be a diorama of Grenadier A. D. & D. figures. No other companies figures are allowed in any form whatsoever.

3. The term Diorama is intended as any scene of figures (or single figure) which tells a story when you look at it. (Example; a group of figures in a line doing nothing says nothing, but a group of warriors or monsters in battle or looting can tell us at one glance what has transpired.)

4. MINOR modifications of figures are allowed. Special effects, such as smoke, sparklers, or filters, are also allowed.

5. Each entry must be accompanied by the entrants name, address, phone number, and any information he/she wishes the judges to be aware of.

6. The decision of the judges is final. All winners will be contacted by phone upon judging April 1.

MINIATURES OPEN CATEGORIES

☆ HISTORICAL ☆

A1- GAMING UNITS. SCALE: Any under 40 mm. This is the only category that does NOT have to be mounted. DEFINITION: Any recognizable military unit from any historical period.

A2- DIORAMA. SCALE: Any under 40 mm. DEFINITION: Any historical scene or setting.

☆ FANTASY OR SCIENCE FICTION ☆

B1- MONSTER. SCALE: Any! DEFINITION: Any single monster or diorama of monsters. (If a diorama, it will be judged as a whole, not on a select figure.) Monster itself is defined as any science fiction or fantasy creature not basically humanoid. Humans, dwarves, elves, aliens (if they differ only slightly from man) are not monsters. Everything else (including trolls, giants, etc.) are!

B2- DIORAMA. SCALE: Any under 40 mm. DEFINITION: Any science fiction or fantasy setting. Monsters are allowed if the diorama is not exclusively monsters.

☆ PERSONALITIES ☆

C1- INDIVIDUAL. SCALE: Any under 40 mm. All figures must be mounted singularly. DEFINITION: Any single historical, science fiction, or fantasy figure. While extra points may be gained for originality of setting, it is not necessary.

C2- "LARGER THAN LIFE": SCALE: Any 40 mm. & larger. DEFINITION: Any figure or figures in any scene or setting from any historical, science fiction, or fantasy genre. (EXCEPTION- NO MONSTERS, see B1) While extra points may be gained for originality of setting, it is not necessary.

☆☆ BEST OF SHOW ☆☆

Decided by the judges as best all around entry at the show.

☆☆☆ MASTERS CATEGORY ☆☆☆

SCALE: Any! DEFINITION: Any entry by an artist who considers himself a professional or master by virtue of his/her winning a past competition. Genre & scale are wide open and the prize will reflect the mastery shown.

JUNIOR CATEGORIES

In each of the Historical, Fantasy/ Science Fiction, & Personalities categories there will be a Junior award. This must be specified by the person during registration that he/she is 15 years old or younger & wishes to compete only in the Junior class of his/her category. The award is a recognition of excellance in skill and imagination exhibited by young painters.

DIORAMA is defined as a scenario of any size in which the miniatures are placed right in the piece (usually by removing the base or working it into the ground surface) and is not a group of gaming pieces placed on a surface for the purpose of competition.

☆Gen Con XV *MINIATURES OPEN GENERAL RULES*☆

☆ Each entry may be entered in only 1 category and no entry may be entered in any other painting competition at the time of Gen Con XV.

☆ All entries, except those in Category A-1, must be mounted. Even if on a plaque, this will assure your figure's safety and security.

☆ All entries must be submitted by 2:00 p.m. on Saturday of the competition. Judging will be immediately thereafter and announcement of the winners will be at 4:00 p.m. the same day. Either the artist or his signed representative (listed upon registration) must be present to win at the announcement or the award will be delegated to the next place winner. The dates for GenCon XV will be announced at a later date.

☆ There is NO fee for entering the Open. As many entries may be entered as the painter desires. However, each entrant must register each entry at the display area and sign a waiver of responsibility for the same.

☆ Any miniatures may be used, by any manufacturer, and they may be mixed freely as the entrant desires. Exhibitor Awards may limit items used.

☆ Any Exhibitor Awards (which must be cleared by the Miniatures Open Coordinator per adherence to the sponsoring rules)will be announced at the time of the general category winners. No Exhibitor Award may alter the category definitons or general rules in any way, but should seek to award certain specific uses within a category or categories. If you wish to know whether a specific company is offering a special award, write to them individually. All Exhibitor Award advertising is up to the exhibitor.

☆ Any category with no qualifying entry, at the time of judging, will be voided and its prizes will disperse into other categories.

☆ All prizes will be in the forms of Gift Certificates and must be used for those specific sponsors at Gen Con XV.

☆ All inquiries should be mailed, with a Self Addressed, Stamped Envelope to the Miniature Open Coordinator: Kim Eastland, c/o Grenadier Models, Inc. P.O.B. 305, Springfield, PA. 19064

GRENADIER 2nd Annual A.D. & D. Figure Painting Awards

At GEN CON XV Grenadier Models, Inc. will conduct its' 2nd Annual Advanced Dungeons & Dragons Figure Painting Awards. These are Exhibitor Awards and those entering MINIATURES OPEN categories B-1, B-2, or C-1 are eligible IF they also use only Advanced Dungeons & Dragons Figures by Grenadier in their entry.

Remember, they must conform to the MINIATURES OPEN category rules (all mounted, diorama's must have figures worked into base, etc.) to even be entered. Our awards in no way hamper your chance to win a MINIATURES OPEN category, but are additional prizes thanking the multitudes of miniaturists who collect & paint Grenadier's figures.

You may enter Grenadier's competition either in person (if you are planning to attend GEN CON XV), send your entry with a friend, OR you may send your single figure or diorama to us and we will enter it for you & return it to you after the convention. There is no fee for this, of course. (Since all Miniatures Open prizes are in the form of Gift Certificates that must be used at the convention, we will have to be free to choose your prizes for you if you win.) If you do send your figures to us they MUST be accompanied by the form on the reverse side of this sheet, filled out completely.

GRENADIER EXHIBITOR AWARDS

BEST SINGLE FIGURE- (Either monster or non-monster)

BEST DIORAMA- (2 or more figure in a setting)

There will be plaques & trophies awarded for 1st, 2nd, & 3rd place winners in each category PLUS, for the first place winners of both categories, every Grenadier A.D. & D. figure set we release between GEN CON XV and GEN CON XVI. A FULL YEARS WORTH OF FIGURES!! In addition, those people who won in last years MINIATURES OPEN and/or in the 1st Annual A.D. & D. Figure Painting Awards may now compete for our Masters Award.

All entries must be received by July 31, '82.

All entries must conform to the rules and regulations of the GEN CON XV MINIATURES OPEN and must fit in a specific category.

All entries must be sent to us mounted.

All entries must be accompanied by the following form, filled out completely and legibly. Please type or print with ink. One form must accompany every entry (you may mimeo them if you desire).

All entries must be sent to: KIM EASTLAND (if entered by mail)
Grenadier Models, Inc.
POB 305
Springfield, PA. 19064

They should be packed with plenty of "cushion" around them. Grenadier will assume no responsibility for entries lost or damaged in the mail or at the convention display area.

(Cut here with scissors)

I would like to compete in the Gen Con Miniatures Open and Grenadier's Advanced Dungeons & Dragons Painting Contest. I authorize Grenadier Models to enter my figures for me in the appropriate category. I agree to all the rules and regulations of the contest & listed above,

NAME_____ DATE ___/___/'8___

ADDRESS_____

CITY_____ STATE_____ ZIP_____

I am eligible for the Junior Award in my category & wish to compete in only that area. (Must be 15 years old or younger.)_____

(Optional) Entry Title_____

(Optional) Paint I used_____ Brushes_____

(Optional) Points of Interest for judges to note: (Minor customizing allowed upon written request)_____

_____ #_____(Leave Blank)

GRENADIER'S Christmas List

When Christmas shopping for your Grenadier Advanced Dungeons & Dragons Figure Sets always ask your local hobby & toy stores if they carry our figure lines. If not, urge them to start. Or you can use this special Christmas Order Form. Fill it out completely and send to Grenadier Models, Inc., P.O.Bx. 305, Springfield, PA. 19064.
DO NOT SEND CASH! Send check or money order, only.

Advanced Dungeons & Dragons Figure Sets

2001- WIZARDS (10 of the finest spell casters ever to gesture)
2002- HALFLINGS (10 halflings, fighting, resting, and mounted)
2003- DWARVES (A contingent of battling Dwarves, plus heavy crossbow)
2004- HIRELINGS (A unique selection of hardy hirelings hauling)
2005- FIGHTING MEN (Fearless warriors ready to take on all monsters)
2006- SPECIALISTS (Ranger, Bard, Paladin, etc. comprise this set)
2007- FEMALES (Females in all classes, they go where angels fear to tread)
2008- THIEVES (Elf, dwarf, halfling, and human thieves in various tasks)
2009- WIZARD ROOM (A complete setting of an Arch-mages "workroom")
2010- DENIZENS OF THE SWAMP (Lizardmen and giant reptiles of all sizes)
2011- ORC LAIR (A party of raiding Orcs, complete with priest & shaman)

Introductory Figure Sets

5001- DUNGEON ADVENTURERS (The perfect intro set for beginning players)
5002- DUNGEON MONSTERS (The ideal monsterous counterpart to 5001)
5003- WOODLAND ADVENTURERS (Fantasy figures for above and below the earth)
5004- TOMB OF SPELLS (Undead, demons, and other evil guardians)
5005- GAMMA WORLD ADVENTURERS (Male & female adventurers of Gamma World)
5006- DENIZENS OF GAMMA WORLD (Mutants & intelligent animals abound)
5007- WESTERN GUNFIGHTERS (Legendary figures from the Old West)
5008- SPACE SQUADRONS (All classes & levels of starships and scouts)
5009- DRAGON'S LAIR (Red Dragon's nest with treasure and dragon eggs)

Action Art Sets (Brushes & Paints Included)

8001- DUNGEONEERS (The famous Gary Gygax selection for the ideal small adventuring party.)
8002- MONSTERS (A Drider, Lizardman Champion, and WereRat Leader head this beautiful selection of "baddies")

Advanced Dungeons & Dragons Blister Packs

101 - RAKSHASA (2 of the Evil Spirits; 1 Elephantine, 1 Reptilian)
102 - BUGBEARS (4 Bugbears armed with swords and axes)
103 - ORCS (5 Orc fighters with mace, swords, and axes)
104 - LIZARDMEN (4 Lizardmen Warriors in 2 differant styles)
105 - DJINNI-EFREETI (1 of each in their natural element, plus treasure)
106 - DRIDERS (2 complete Driders; 1 spearman & 1 Drider Centurion)

PLEASE MARK ORDER ON OPPOSITE SIDE!!

SPECIAL CHRISTMAS ORDER FORM

Please send my order to:

NAME:

STREET:

CITY: STATE: ZIP:

NUMBER	UNIT PRICE	QUANTITY	TOTAL PRICE
2001	$7.00		
2002	$7.00		
2003	$7.00		
2004	$7.00		
2005	$7.00		
2006	$7.00		
2007	$7.00		
2008	$7.00		
2009	$7.00		
2010	$7.00		
2011	$7.00		
5001	$13.50		
5002	$13.50		
5003	$13.50		
5004	$13.50		
5005	$13.50		
5006	$13.50		
5007	$13.50		
5008	$13.50		
5009	$13.50		

☛ A "Stunning" Christmas Gift

Surprise that special collector who has "everything" this Christmas with Grenadier's special Gold Plated BASILISK. Available through this Christmas Bulletin exclusively, it's only $5.00 (plus the normal postage rate) and will be a wonderful addition to any fantasy collection. Just check the "SPECIAL" below.

NUMBER	UNIT PRICE	QUANTITY	TOTAL PRICE
SPECIAL	$5.00		
8001	$13.50		
8002	$13.50		
101	$4.00		
102	$4.00		
103	$4.00		
104	$4.00		
105	$4.00		
106	$4.00		
		Sub-total	
		POSTAGE	
		TOTAL	

POSTAGE RATES (Includes handling)
Under $10.00, add $1.25 Postage
$10.01-$20.00, add $2.25 Postage
$20.01-$30.00, add $2.75 Postage
$30.01 & Over, Postage Free
Overseas, add 15% of total.

Pennsylvania residents add 6% sales tax.

REMEMBER, NO CASH ! Only checks or money orders, please.

SEND THIS ORDER FORM TO: Grenadier Models, Inc.
P.O.Bx. 305
Springfield, PA. 19063

PAINTING EXCELLANCE RECOGNIZED AT GEN CON XIV

August 13-16 of 1981 saw painters of miniatures having a field day at GEN CON XIV. Held at Parkside U. in Kenosha, Wisconsin the convention played host to the First GEN CON MINIATURE OPEN and GRENADIER'S ADVANCED DUNGEON & DRAGON FIGURE PAINTING COMPETITION. Hundreds of entries appeared in both contests and fantasy figures & dioramas easily overwhelmed the other type of entries, although the OPEN also had historical and science fiction categories.

The ADVANCED DUNGEON & DRAGON FIGURE PAINTING COMPETITION held by GRENADIER Models, Inc. had two categories. The winners, receiving large gold dragon trophies, were:

BEST SINGLE FIGURE
1st Place- Tony Toich (Omaha, Neb.)
2nd Place- Dan Sample (Geneseo, IL)
3rd Place- Sue Bayler

BEST GROUP OF FIGURES
1st Place- Mike Lange (Rock Island, IL)
2nd Place- Sue Crosby (Pittsburgh, PA)
3rd Place- Mike Jansen (Sioux Falls, S. Dakota)

These winners are now registered under a Masters Category, as all future winners will be, and will only be able to compete in the prestigous Master's Competition for ADVANCED DUNGEONS & DRAGONS FIGURES.

Plans have now been finalized for GEN CON XV's 2nd MINIATURE OPEN. Kim Eastland will continue to coordinate the event and has announced new streamlined categories and both Junior and Masters awards for the OPEN. Also, the event has been restructured to allow contributors of $250.00 or more to have their own "Exhibitors Award". Elsewhere in this Bulletin are the complete details and rules for both the 2nd Annual MINIATURES OPEN, but also for the 2nd ANNUAL ADVANCED DUNGEONS & DRAGON PAINTING AWARDS, which is Grenadier's Exhibitor Awards.

Grenadier plans to have trophies, plaques, and "mucho" merchandise for winners of their award along with the Gift Certificates they will contribute to the MINIATURE OPEN.



Santa Claus REVEALED !!

Shown above is proof positive that even Beholders have a Santa Claus. This is an example of what professionals call customizing or adapting an original figure by cutting off and repositioning limbs, weapons, etc. or creating new ones with putty, epoxy, etc. This new version of our Beholder (which will be available in box #2012, the Dwellers Below) was done by Grenadier head honcho Andy Chernak. (Please do not write us requesting this figure as it is not a production line model) For more information on customizing, detailing, and dioramas look up Shep Paine's book, How to Build Dioramas. While it is not geared toward metal fantasy miniatures it has innumerable tips which any painter or dioramist will love.

CLASSIFIED AIDS

Due to a major expansion Grenadier Models is looking for PROFESSIONAL Sculptors who are used to working in 25 mm. scale. Samples of work must accompany resume'. Send to: Grenadier Models, Inc., R.& D. Dept., POB 305, Springfield, PA.19064

++++++++++++++++++++++++++++++++++

Gen Con XV is looking for judges to ref miniature events. For more information on registering as a judge contact Skip Williams, POB 756, Lake Geneva, WI. 53147

NERD'S QUEST *OR* The Third Time's a Charm !

Baron Bascali was in a quandry. It was time for his annual tax "donation" and his gift to the King had not yet been delivered to the palace. And heaven knew it wasn't for lack of trying. He had originally sent a stone of remarkable worth in the summer, but the River Styx had an incredible proliferation of water dwelling monsters and the Barons envoy was quickly converted into afternoon snacks by the river's denizens. All, that is, but a young lad who, under searching spells, had assured the Baron's advisors that the party had not departed for better lands with their offering. Indeed, the last that was seen of the stone was a Huge Fish crunching it daintily as an after dinner mint.

The next stone that was sent out was of less monetary worth but of a cut and design that had been lost to the ages. This was in the care of a large party of warriors, priests, and mages who presented a formidable opposition to any enemy. They even went around the River Styx to bypass any possible encounters with monsters. Weeks later (for the long way around was a long way around) they were on the correct path again and came to the bridge of Koth. Now this bridge had been constructed, years earlier, of the bones of giants who had lost a great war in that area. It spanned a monsterous chasm and only those giant bones could withstand the wear & tear of both travellers and the elements. The party was completely at the mercy of the span when the unthinkable happened. The great bones they were walking upon suddenly formed great skeletal hands and crushed the hapless party. Unknown to them the bridge had been enchanted by an evil thaumaturgist hours earlier who had stumbled on the bridge and cursed all the rest of the crossing. Actually he did not realize how much of a curse he had placed on any future use of the bridge. If he had it surely would have made his day. A monk had witnessed the event and attested to the fact that the stone had once again been crushed.

Now it was almost Yuletide and the Baron had but one stone left, no one to make the trip for him, and little time left. His advisors were helpless, his warriors planning on how to best defend the castle from the soon-to-be angry King's armies, and his wife was looking at brochures on secenic vacation spots in Faeryland. Hoping there was a loophole somewhere in the law (that would not tighten around his neck) he summoned the royal librarian, Riega Nerd. Now this befuddled looking old wizard had become the librarian years earlier as a result of his outmoded thinking that in the past lay the future. Every right thinking wizard new that his future lay in his items, spells, and which political potentate to pull for.

So it was a beaten down, wizened creature who patiently listened to the Baron's problems. He then announced he would study all night and have the answer in the morning.

True to his word, he appeared at the Baron's breakfast table and told his highness, over his highnesses royal oatmeal, that the only answer would be for he, himself, to go and deliver the remaining stone to the King. The servants, who were desperatly helping the now choking Baron, eyed him askance. "Cease your eyeing of me askance!",Reigna wheezed out boldly, "and prepare this list."

The Baron, with the look of death hovering over him, numbly nodded his agreement and called upon the royal lawyer to prepare the royal will.

Meanwhile, in the court yard,a bizarre collection was being assembled at Riega's request. There was a massive glass bottle (wizard enlarged variety) with an equally large cork mounted on an ox drawn wagon, a long, hollow tube, a pack of provisions for two, a few scrolls wrapped in watertight skins, and a whimpering youth. The last had just been informed that he was to accompany Riega on his little quest.

The old wizard appeared suddenly in a cloud of smoke (well, actually dust from his tattered robes) and signaled the quests beginning with his knobby finger and a wheeze.

(Continued on next page)

(Continued from previous page)

Soon the small party found itself on the banks of the River Styx. The lad was ordered to remove the bottle and cork from the cart. He then was to insert the tube through the cork and blow any loose material out of the tube. Next he placed Riega into the bottle (I told you it was a wizard enlarged variety), placed the bottle in the water(well, rolled it really), crawl in himself (which he most likely would never have done if Riega had not threatened to polymorph him into a large fishing lure and throw him in the river), and secure the cork in after wards. It all worked quite smoothly and they were soon tumbling down the river quite rapidly. By even-fall they were across the river and had landed by a tricky maneuver of walking in the bottle somewhat like Gerbil's do in wheels. The tube had provided fresh air all day long and they were none the worse for wear. The lad seemed a bit lighter of heart.

"How're we to cross the bridge, though?", he whined. "Arcane magic", Riega whispered,"from my studies in the library."

By noon the next day they were overlooking Koth Gorge and the bleached expanse of digits. The lad was told that the scroll that was being used was from the Lich King's personal archives and that the lord of bones should know what he was talking about. BUT, the lad had to walk within inches behind the caster and also incant with him. Thus the two strutted over the bridge, looking like a couple of comics and called out their strange words; first the awful curse "Them bones, them bones, them dry bones..." three times and then the command, "now hear the word of the lord!"

Upon reaching the other side in safety the lad whooped a loud cry, hugged Riega, and snatched the map out to check their direction. "That was terrific, wiz, terrific! Boy, you sure know your stuff. Now, how far is it to the palace?"

Riega sat on a rock and rolled up the scroll, "Oh about 5 hours, due east." "Right", the lad replied cheerily,"3 hours...due...east...uh, Riega ...what is this area with all the skull & crossbone symbols marked on the map?"

"The one between us and the palace?"

The lad gulped, "Yeah!"

"Oh, that's the March of Marsh. Rotten, boggy country lousy with water weirds. No one's been through there in eons."

"Whew!" the lad breathed, "I thought we might be going through there."

"We are.", the wizard smiled.

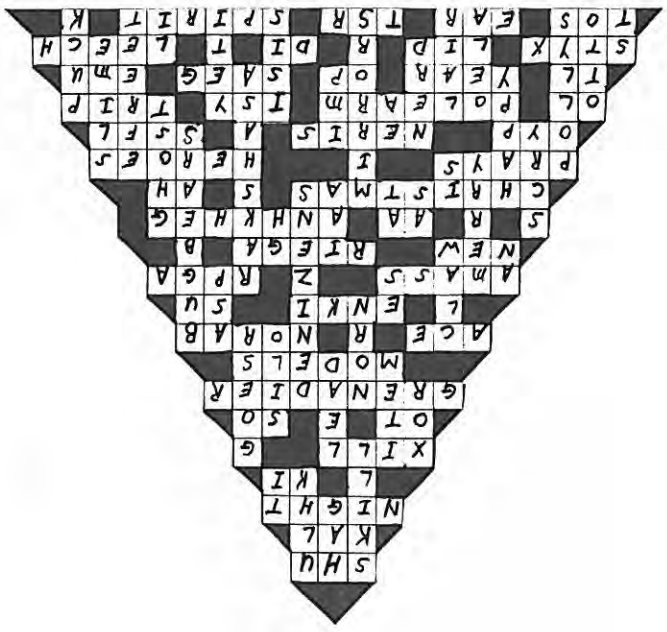
Next morning saw them walking briskly up to the castle, rare stone held before them in offering to the king, swamp gook all over them.

"I don't believe it, still.", the lad said, "All afternoon we walk through that mirk, most of last night too. Water weirds smacking at us and throwing this foul smelling mire on us but not one of them really tried to hurt us. And you... walking like you were out for a stroll. You knew they weren't going to hurt us, didn't you? How did you know?"

The old man paused before the gleaming white palace, it's towers spiraling overhead, and put his hand on the lad's arm.

"Just remember, boy. Styx and bones may break your stones, but weirds will never hurt you."

(Join us in the next issue of the Grenadier Bulletin for more tales of Riega Nerd, librarian.)



Christmas Crossword

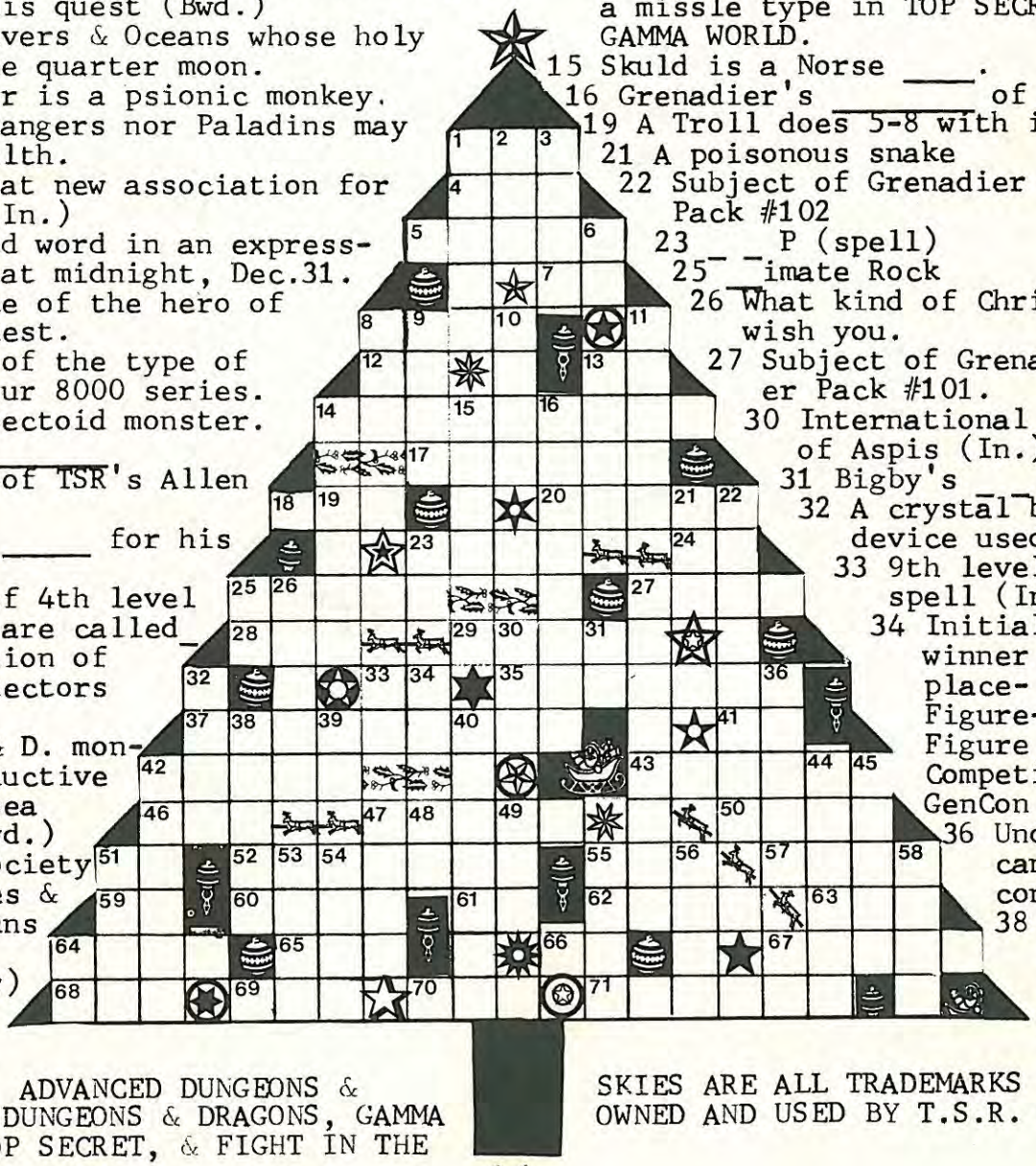
(Symbols- Abbr.=Abbreviation, In.=Initials, Bwd.=Backward spelling: that is hsog for gosh, An.=Anagram, transposing letters of a word to form a new word or words; example, Riega Nerd is actually Grenadier jumbled.)

ACROSS

1 Egyptian God of the Sky
4 ___i,Goddess of destruction
5 Type of mare, also known as demon horse.
7 A Sumerian Goddess
8 4 armed,Fiend Folio Monster
12 Okar Tishfa (In.)
13 When you are about to be wiped out by a demon and you tell him you have a friend who's a Paladin, he'll yawn & say, "_ _ what?".
14 The number one fantasy miniature line is made by _____.
17 The second name of the company described in 14 Across.
18 A position one attains in TSR's game "FIGHT IN THE SKIES" after numerous kills.
20 The title of the man who sends Riega Nerd on his quest (Bwd.)
23 God of Rivers & Oceans whose holy day is the quarter moon.
24 _-Monster is a psionic monkey.
25 Neither Rangers nor Paladins may _____ wealth.
27 TSR's great new association for gamers. (In.)
28 The second word in an expression used at midnight, Dec.31.
29 First name of the hero of Nerd's Quest.
33 Initials of the type of sets in our 8000 series.
35 Large insectoid monster.
37 Merry _____
41 Initials of TSR's Allen Hammock
42 A cleric _____ for his spells.
43 A group of 4th level fighters are called_
46 Organization of Yeti Protectors (In.)
47 A non-D.& D. monster, seductive singing sea nymph (Bwd.)
50 Secret Society of Faeries & Leprechauns (In.)
51 Olin(Abbr)
52 General classification

DOWN

1 Manual of Puissant _____ at Arms
2 Night ___
3 Umber___ (An.)
6 Monster found in Grenadier Box #2012, Dwellers Below, based on TSR A.D. & D. Module I1. Last part of name.
8 This monster is a real "_ _ _ n in the side".
9 If you don't find currency in a treasure it usually has a good ____ or two, usually magic.
10 The least necessary member of the party is usually put in the ____, if the party is cruel or chaotic.
11 These monsters are members of the giant class and are A.C.5. (An.)
13 This structure can either be of a grain type in a fantasy world or a missle type in TOP SECRET or GAMMA WORLD.
15 Skuld is a Norse ____.
16 Grenadier's _____ of the Swamp.
19 A Troll does 5-8 with its ____.
21 A poisonous snake
22 Subject of Grenadier Blister Pack #102
23 _ _P (spell)
25 _imate Rock
26 What kind of Christmas we wish you.
27 Subject of Grenadier Blister Pack #101.
30 International Association of Aspis (In.)
31 Bigby's ___ (In.)
32 A crystal ball is a device used to ___.
33 9th level M.U. spell (In.)
34 Initials of the winner of 1 st place- Single Figure- A.D. & D. Figure Painting Competition at GenCon XIV.
36 Undead that can age upon contact.
38 The first word in an expression used at midnight on December 31



ADVANCED DUNGEONS & DRAGONS, DUNGEONS & DRAGONS, GAMMA WORLD, TOP SECRET, & FIGHT IN THE SKIES ARE ALL TRADEMARKS OWNED AND USED BY T.S.R. HOBBIES.

ACROSS CONTINUED
(52 continued) for 2 handed weapons.
55 Institute for Studying Yexils (In.)
57 Druid 2nd level spell
59 __ azolteotl
60 The third word in an expression used at midnight on December 31.
61 Operating Procedure (In.)
62 6th Level M.U. spell (Bwd.)
63 Large, flightless bird (Non-D. & D.)
64 In Nerd's Quest they had to cross the River ____
65 One should always check a chest for secret compartments in the ____
66 First level Illusionist spell (In.)
67 Monster Manual, Giant _____ (Doing 1-4 in damage)
68 Grenadier A.D. & D. Figure Set #5004 (In.)
69 ___ Seeker
70 ___ Hobbies, makers of the best role playing games in the world.
71 If a Naga is not a Guardian or water type, it is a _____ type.

THE VAST MAJORITY OF ANSWERS CAN BE FOUND IN EITHER THE TSR ADVANCED DUNGEON & DRAGON HARDBOUND BOOKS (INCLUDING THE NEW FIEND FOLIO) OR IN THIS ISSUE OF THE GRENADIER BULLETIN.
ANSWERS ELSEWHERE IN THIS ISSUE.

DOWN CONTINUED
39 3rd level Illusioist spell (In.)
40 Many miscellaneous magical items are of this type (Life trapping, mental prowess, & opposition)
42 The _____ brand, official ADVANCED DUNGEONS & DRAGONS PAINTS
44 One of the monsters pictured on the front page of our Bulletin. (This is one of a number of ways to spell his name)
45 That awful green stuff that the party hates.
47 Riega's last name
48 First 2 letters of the Bulletins editor's last name
49 A small, minor devil
51 Whose "Irresistible Dance"
53 Organization Exisiting to Limit Aliens (In.)
54 Grenadier's Figure Set #2011 title (Second word)
55 Goddess whose animal is a gull.
56 Arctic monster.
58 A member of the fantasy realm found in "A Midsummer Night's Dream" (Proper Name)
64 Initials of the creator of the Necrophidius
67 Both a M.U.'s 1st level spell & an Illusionists 1st level spell (Abbr.)

New Fantasy Paints Arrive

POLLY S COLORS have released an entire new line of paints for use with fantasy figures. Named the ADVANCED DUNGEONS & DRAGONS COLOR SERIES it features 54 new shades specifically geared toward the world of D. & D. With such shades as "Xorn Light Grey", "Orc Flesh", and "Griffon Hide" the hues run the gamut of the rainbow. This line features "Water-Based-Easy to Use- Won't Obscure Surface Detail- Permanent Hard Finish-Intermixable Colors". Our staff here at Grenadier has tried them and we love them. We think you will too!

For information on all of the fine Floquil-Polly S Products (including brushes & the best Primer on the market) send $1.25 in check or money order and a Self Addressed Stamped Envelope with 2 stamps to:

Floquil-Polly S Color Corp.
Rte. 30 North
Amsterdam, N.Y. 12010

GRENADIER SERVICE AWARDS

Grenadier Models, Inc. has announced the winners of their 1981 Industry Service Awards. Don Schulman, ace sales rep, won the most valuable representative award. The two awards for greatest service given to the hobby as a whole were given to "Skip" Williams (GenCon Coordiantor last year and next year) of TSR Hobbies and "Jake" Jacquet of Dragon Publishing. These two men through their hard work and innovative techniques have brought their respective areas of Adventure Gaming to all time highs. GenCon XIV was commonly accepted as the best Gen Con to date and plans have already been laid to alleviate any problems that arose last year. And the Dragon, since Jakes taking the editorial ,& now publisher's, helm has become not only the best magazine dealing with the hobby, but one of the finest of all specialty magazines in America. We salute these three men of vision.

HAPPENINGS

New TSR Releases for Christmas:
3 New Modules-
B-3 PALACE OF THE SILVER PRINCESS
(Special Introduction Module for the DUNGEONS & DRAGONS BASIC SET)

U-1 THE SINISTER SECRET OF SALTMARSH
(A Beginners A.D.& D. Module)

X-2 AMBER CASTLE (An Expert D. & D. Module)
Upcoming Conventions-
GEN CON SOUTH in Jacksonville, FL.
Feb. 5-7
MANNHEIMER-CON '82 INTERNATIONAL WAR GAME CONVENTION in Mannheim, W. Germany
Feb. 12-15
GEN CON EAST in Cherry Hill, N.J.
June 24-27
ORIGINS '82 in Baltimore, MD.
July 23-25
GEN CON XV in Kenosha, WI.
(Not definite yet, but expected to be in latter part of August '82)
Next Grenadier Bulletin-
Spring

The Return of RIEGA

Baron Bascali's fingers tapped impatiently, "Well!", he bellowed, "Don't any of you have an idea for Yuletide gifts for my fellow nobility?" The advisors turned as red as the holly berries around his throne.

"Possibly", one cleared his throat "The librarian, Riega Nerd, could give us an idea of what the ancients exchanged."

And so it fell on the wheezing old Mage to research the topic. Days latter he had the answer, "Send them all a Paladin to serve them."

"What a peculiar gift! How did you arrive on this, Nerd?"

" I obtained the idea from a passage that was used far & wide in the old days, 'Merry Christmas to all and to all a Good Knight!' ".

(The rendering of Riega Nerd is taken from a work by Allen Atkinson and is available from both Ariel Books and Sunrise Publications, who put out an excellant, extensive line of Fantasy cards.)



(Pictured Above- Riega Nerd at his best with ever present scrolls & floating inkwell.)

Send in your suggestions for what Riega might be saying or thinking. Prizes will be awarded to the top entries.

From all of us at

GRENADIER MODELS

to all of you,

HAPPY CHANUKAH

Merry Christmas

and a

HAPPY NEW YEAR

... and to all a good knight !

THE GRENADIER BULLETIN

The Newsletter from your A. D. & D.™ Figure Company

Grenadier

VOL. 1, NO. 2

Editor- Kim Eastland
Photos- Bernadette Connors

BULLETIN Booms to Bi-Monthly

Due to the remarkable success of the first issue of the Grenadier Bulletin Grenadier Models has decided to expand its coverage to bi-monthly. Originally the newsletter was to be released every 3 or 4 months but reader response soon changed that. Most commented feature was the chronicles of Riega Nerd. Apparently his adventures delighted most readers so, in response to all you Nerd lovers out there, we are presenting in this issue yet another of his tales.

Replies to the "What's Riega Nerd saying?" contest are also pouring in. The winner of that contest will be announced in the next issue.

The FIGURE FLASH CONTEST has generated little response. Only a few slides of fans dioramas have been sent to us. One reason, we think, is because of the expense of color film and developing large pictures. Therefore we are expanding the contest to include:

Any color or Black & White slide of your diorama.

Any glossy print that is color or Black & White AND is a minimum size of 3"x5".

The deadline has been extended to April 30, 1982, since we have added the extra options.

(Remember, no picture or slide will be returned in this contest.)

Many thanks to the hundreds of fans who either filled out a questionnaire to get on our mailing list or answered through the Bulletin. Your replies are definitely shaping our future releases.

Again, any questions, comments, or contributions can be sent to:

Grenadier Bulletin
Price & Pine Sts.
Holmes Industrial Center
Holmes, PA. 19043



CREATURES FEATURED

Pictures of Grenadier's winter releases are included throughout this issue. Above is the awesome Umberhulk (standing 1 3/4" tall) & Xorn, #107.

The small party of Goblins pictured below are featured in #108.

On the top of page 3 is #109, 2 cockatrice, a basilisk, and his treasure nest.

On the bottom of page 7 the Iron and Clay Golems reign supreme, (The Iron Golem is over 2" in height)#110.

Finally, on page 5, an Otyugh, Aspis, Yuan Ti, Beholder, & Roper from the A.D.& D. Figure Set, Dwellers Below .



esp

Editorial Statement & Perspective

It's here! The second number of volume 1 of the Grenadier Bulletin. But why so soon? Well, that is a... uh... boring story, really. Suffice it to say we felt that it was worth the effort to put out 6 Bulletins a year. But, because of this increased output, they would not all be the whopping 16 pages the first one was. That is why you are holding in your paws a smaller version of the GB. But never fear, next issue will return to its former size because it will contain the new consumer catalog for '82.

That's right, your very own listing of what Grenadier has available to you through your local retail shops & also exclusively through Grenadier Models. Something to look forward to during the gray winter days.

Speaking of retail shops, take a peek at the article on them in this issue. It might present a viewpoint you've never considered.

Mucho dankes for the great response to our first issue from the fans. Descriptions such as "folksy", "designed for the miniature gamer", and " laid back" were common, as were "great", "very much needed", and "interesting". And these are all true, we feel. This is not a magazine or periodical aimed at hyping a lot of merchandise to you. You don't have to pay to hear someone want to sell something to you. It's our "conversation" with you about our product, what's new, and how we perceive what's going on in our industry. It's intended to be "folksy & laid back" and still not talk down to you because you collect "little tin soldiers".

Nearly each & every one of you gets the Bulletin because you responded to us in some way, whether questionnaire or catalogue. Which means you are listening and we are talking on a topic you're interested in. And that is, in part, conversation.

Equally, when you write us, the best way to get us to listen is to

(CONTINUED on page 3)



GEN CON CLARIFICATION

Some confusion about the Gen Con Miniature Open has been brought to my attention. Though we feel it was pretty well covered in the first issue a few points are worth clarifying.

There actually is only 1 painting competition, the Gen Con Miniature Open. (If you did not get a copy of the rules from the first Bulletin, write us and request them, we'll send it to you.) All entries must conform to its' rules.

Now within that competition there are "Exhibitor Awards". These must comply with the overall rules but have one change in them, like you must only use a certain product, etc. Our Exhibitor Award is only available to those using our ADVANCED DUNGEONS & DRAGONS figures exclusively in their entry. As a service to those who are using only our figures we will accept your entries through the mail, enter them there, accept any award your entry may win, and mail it all back to you. BUT ONLY IF THEY ARE OUR FIGURES. Do not send any other company's figures to us, we won't handle them. Contact them about it, I'm not sure who is going to offer Exhibitor Awards besides us and will not commit them to it.

"Mounting" means the figure is glued to a wooden or plaster base. There is a picture of a mounted figure elsewhere in the Bulletin. If a figure is sent to us without mounting or a form we will return it immediately.



SPOTLIGHT

Every other issue or so we will be presenting you with a "Mini-profile" of a Grenadier personality or an artist who has worked with us extensively to bring you the sets you prefer so much.

Our first profile is, logically enough, on the Bulletin's editor, Kim Eastland. This is logical due to the fact that he is weary of letters addressed to "Ms.", "Miss", or "Mrs.".

Kim is 6'4", 250 lbs., and has a beard. (Which usually is characteristic of a male.) He is the "newest edition" to the Grenadier family and is in charge of Public Relations, which also touches advertising, conventions, and product developement.

He comes from Illinois (Quad Cities), has his B.A. in Speech Communications with a minor in English. He's gamed for 7 years now and collected miniatures for 9.

He's managed in a Toys R Us, coordinated last year's Gen Con Miniature Open, and is doing so again this year. (Pictured below- The Editor "changing")



(ESP continued from page 2)
follow a few logical guidelines:

a) Write or print legibly, and in ink. Or type it. If we cannot read it you might as well not have sent it to us.

b) Always include your complete name, address, and zip on the letter itself. This assures positive I.D. in case we have to reply to you.

c) Make sure you know who you're talking to. For instance, we, that is Grenadier Models, make the Advanced Dungeons & Dragons figures NOT the game. While we like & sometimes play the game ourselves we do not offer advice on it. That is handled by either TSR Hobbies (its' creator) or RPGA (TSR's club for gamers).Also make sure you are talking about <u>our</u> figures. Sometimes kids write us about some terrible this or that & then mention the product name and it's not even one of ours.

d) Address the subject of your letter maturely. If there is a problem state your case, your opinions, etc. as a consumer not as the final word on A.D.& D. or figures. Your particular game or needs are yours, not necessarily those of the average consumer. (You can't believe the number of fans who say "Why do you make Dragons ((or orcs or rooms, etc.)), nobody uses them!)

e) Even if you are mad, say you're mad, not endless howling. Mistakes happen in the best of firms and we'll be happy to rectify it. No one listens to a screaming child like they do to a calm adult.

f) If there is a problem with a figure or if you are not satisfied with a set, SEND IT TO US and we'll replace it. Don't just ask for a figure. (The number of fans writing for "freebies" is amazing.)

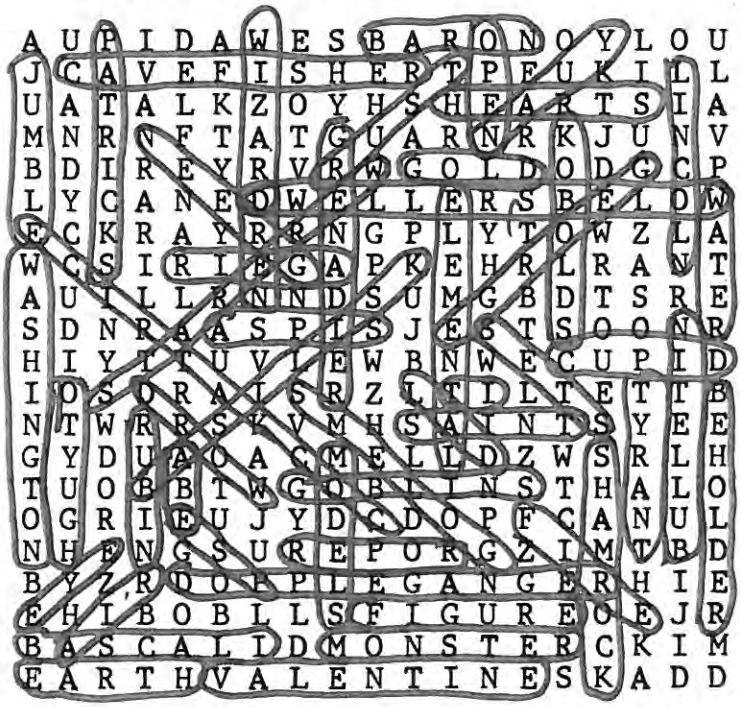
g) If you want a reply, send a Self Addressed Stamped Envelope or you may not get one.

h) Any artwork should be black on white, not color or a mimeo.

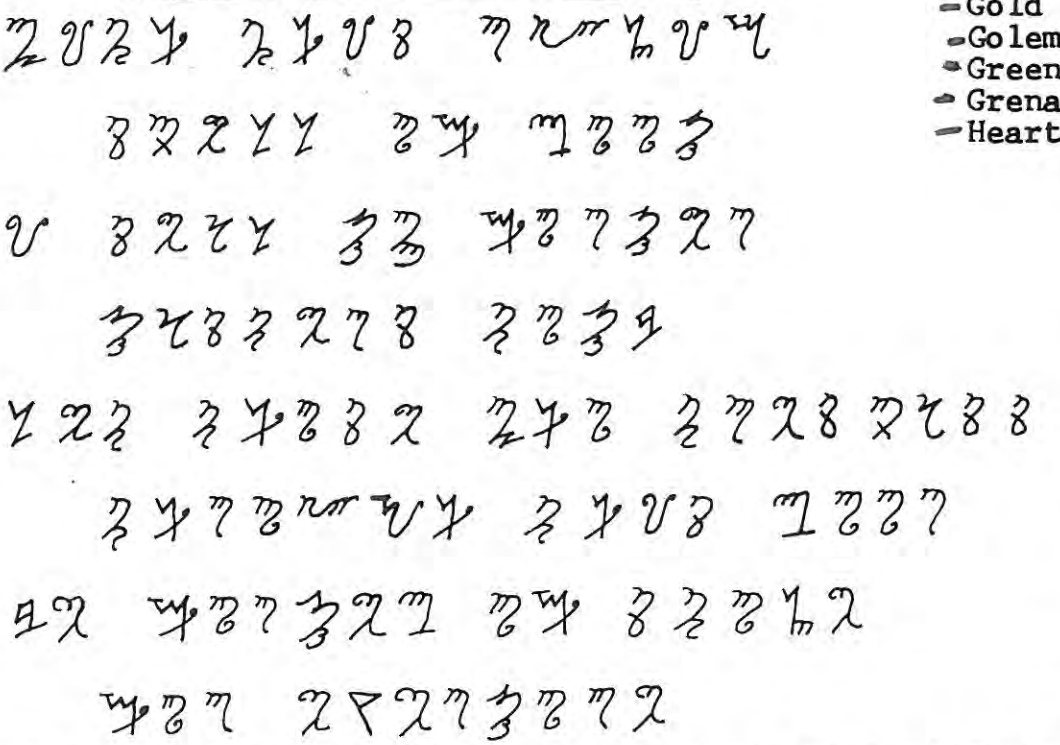
i) Give us some time to reply. After all it may be answered in the next GB.

WORD JUMBLE

Listed next to the word grid is a list of words that can be found by circling letters in a straight line. The order of the letters can be reversed and the line can be horizontal, vertical, or diagonal, but it will never be an anagram.



- Abe
- Air
- Aspis
- Baron
- Bascali
- Basilisk
- Beholder
- Bulletin
- Cave Fisher
- Cockatrice
- Cupid
- Doppleganger
- Dwellers Below
- Earth
- Elemental
- ESP
- Eye
- Figure
- Fire
- George
- Goblins
- Gold
- Golems
- Green
- Grenadier
- Hearts
- Jumble
- Kobolds
- Lad
- Lincoln
- Models
- Monster
- Nerd
- Open
- Otyugh
- Patricks
- Riega
- Roper
- Rubin
- Rust
- Saint
- Sets
- Shamrock
- Ti
- Tyrant
- Valentine
- Washington
- Water
- Wererats
- Wizard
- Word
- Yuan



RUNE SCRY

Listed to the left is the runes a party found in a dungeon encircling a doorway. It is known to have been placed there by Diln Amekast, an eldrich wizard of great power & knowledge. (While it is in English, the symbols are mostly ancient Theban.) To translate, simply try to find the key of letters. For instance, the runic symbol  is actually the English letter "U". Now you have 2 spaces filled, one in the end of the first line, the other in the sixth line. It takes time and experimenting but that's how you do it without READ MAGIC. Remember, these were hand written and not typed so they may vary slightly from one rune to another. Work fast, there's something behind you in that corridor and you must decide whether to go through the door or turn & face it.

(Answer is on Page 7)

RETAILERS: ☞ *HOW YOU CAN MAKE A DIFFERENCE!*

Possibly the riskiest economic venture in the U.S. at this time is opening a small business. Every year countless folk try running their own company, store, or service and the odds are definitely against them.

The reasons why are many & varied and not of import to us here. However, what is important is that we, as the famed "consumer",understand the risk the average retailer runs by overstocking, selecting the wrong merchandise, or not moving what he/she has.

Now in the Hobby business, and particularly the Adventure Gaming types, there is the added problems of;

1)dealing with a relatively new hobby
2)most established dealers are not into this new hobby as much as, say trains, rockets, models, & other items which have been around for awhile so their personal interest is not as great
3)little help from the consumer.

While we cannot alter the first two items to any great degree we can certainly change the last. How? Well, here are a few suggestions:

A) Support your local toy or hobby store financially. Your purchases enables him to stock more goods.

B) Support the store by telling others about it, what it carries, etc. Word of mouth is the best advertising.

C) Support the store with feedback! Don't ask them to carry everything you have ever seen in a magazine but do tell them what you like, what you want to buy, and what you want to see. (But realize that others are asking for differant products also. Gentle persuasion is the best.) Then buy it! There is nothing worse for a retailer than stocking something a consumer asks for and decides to wait or pick it up elsewhere. If they're ordering it for you make sure you want it.

D) Talk to your retailer about his/her ordering policy. Maybe if a group of you make up a large order they can get it for you faster or cheaper. And know your product, who makes it, and, if possible, its' product number (which is why we always try and tell you the # in the Bulletin).

E) Don't be talked into something you don't want. If you want Grenadier, hold out for it. While we always urge you to back your retailer first (it is, after all,the Adventure Gaming Industry's backbone) you can always mail order from us. If you buy some other product you don't really want the retailer will not realize that you are serious about what you collect.

F) Understand their position. Some store owners don't understand D. & D. or miniatures as well as you. Be patient, explain clearly. Don't rattle on about last week's adventure unless they seem genuinely interested. They are the same as us, they have hobbies of their own and one of them may not be Adventure Gaming. Deal with them as businessmen.

G) Respect their store, keep it clean, & don't mess it up or damage the goods. This is especially true of all the paper products in gaming. And help them keep their costs down. The best way for a consumer to do this is to report any shoplifting immediately. Where do you think that money is made up from? Your pocket! Prices must go up and security tightened. When you see a thief he's actually stealing from you. Stop it by telling the store owner.

H) Finally, understand the differance between Impatience and Rudeness. When a retailer seems like he's being rude, check and make sure that he is not responding to your ill manners. Remember, you can always go and find another store but it's better in the long run to establish a good buyer-retailer relationship. That way you will both get what you want.



RIEGA'S SHEER LUCK ADVENTURE

Baron Bascali gazed at the little, wizened librarian. "Riega, I'm in deep trouble! Diln Amekast has returned and is causing havoc throughout my barony."

"Have you tried an expedition to capture the wizard?"

Sighing heavily the Baron opened a small chest, "Yes, here they are...". Inside were dozens of little metal wizzards, warriors, and others, all about 1½ inches tall.

Nerd shook his head, "Too bad! Fun to game with though. How about his royal highness issuing a..."

Bascali interrupted,"The King sent out a troop. He received a chess set that suspiciously resembled them from Amekast. Thereafter he decided the problem was exclusively mine. Stories of people being changed into gaming pieces & playing cards are spreading. Yesterday an entire town was shrunk for something called 'Monopoly'. Riega, what can be done to stop this terror?"

"Obviously this Diln fellow enjoys games. So do I. I leave for his lair tonight with Lad, son of Watt." And with that the old tome-keeper ambled off.

"But what if you fail?", the Baron cried after him.

Nerd laughed, "Then you'd best decide whether you'd rather be a dominoe or a tiddly-wink."

It had been a hellish two weeks for Lad. First the trip (laden down with games), then the days spent watching Nerd and the strange wizard, Diln, sit across from each other and call out cabalistic chants like "Gin", "Mate", "Bingo", and the fearsome "GO FISH"!

Sometimes they played alone, other times Halflings joined them (and cheated left & right, Lad noticed). But after days of this Lad was positive of 2 things; a) games were being played inter-dimensionally (some pieces were way too large while others were teensy) and b) Diln Amekast was losing. Finally it came to a head.

"Enough! Let one game decide the matter.",Amekast raged.

Nerd tiredly nodded, "Fine, and what game would that be?"

"Riddles", Diln Sneered, "One each until one of us is stumped. Loser leaves for good. And no Halfling 'cutesy' riddles either. I hate those!"

"Agreed." Nerd smiled, "I shall begin. What is the capitol of Assyria?"

Diln blinked. An hour later, still blinking, he gave up.

Riega settled back, "Nineva. Now, if I guess yours I win."

Amekast smirked, "Impossible, Nerd! This is the riddle that has ensnared all before you. But you shall not be polyied into a game piece. Oh No! A much worse fate lies in store for the loser of this match. Now, of all the games we've played these many days one thing do they have in common. What is it?"

Lad felt his heart sink, his throat lump, and his lunch rise. The riddle was impossible. They were sunk.

But Riega merely sighed, stood, and began putting the games together, as though ready to leave. "Quite simply put, Diln, all games or their pieces were exactly 12 inches long."

Amekast screamed and vanished in a puff of maroon smoke that smelled like old gym socks. Only ash remained.

Lad sat with his mouth open, "B-b-but, how'd you, ... I mean..?"

"Ah, Watt's son, everyone knows that 'The Game is A Foot'!"

(Pictured Below-The Baron Bascali)



HAPPENINGS

★ All kinds of fun things coming out this winter. Shown below is the ideal thing for those collectors who hate putting together dioramas, yet like to have a setting for their figures. It is a cavern for 25 mm. figures. Also available are dungeon sections, tree trunk sections, towers, etc. All from Little Mini Shops. The one shown below is $10.00 plus $2.00 for shipping. For a complete listing of what they have to offer write: Little Mini Shops
Dept. GR-1
RD2 Box 243 A
Flemington, NJ 08822



★ A new merchandise fanzine is now available. Game Merchant has a large circulation, features info on the latest games, and even has news articles. A single trial copy is .75¢, a years subscription is $8.00. Write
Game Merchant
Box 10068
Detroit, MI 48210 (and remember the .75¢)

★ Looking for a club to join that is designed for the gamer in mind. Try the RPGA (Role Playing Game Association). This TSR sponsored organization offers many benefits to members, including "catalogue" goods. Among these is a carrying case for miniatures that is definitely worth looking into. Write
RPGA
POB 509
Lake Geneva, WI. 53147, for info.

★ Another dynamite way to carry your gaming figures, dice, etc. is to use one of the many Tupperware "thing" type boxes. I use a "Stow & Go" but there are many other styles. Ask your mom, wife, or whatever if she knows of a Tupperware dealer, then look through their catalog. And, of course, Grenadier's Figure Set boxes are designed for you to use as storage & carrying containers.

★ In your stores soon from TSR Hobbies is a unique & much needed product for either Top Secret, Gamma World, or Boot Hill. It is a combination Game Masters Screen and Mini-Module package. That's right, not only can you now get the much needed screen but with it comes a 16 page module for those "mini-adventures". Ask your local retailer about them.

★ Gen Con XV will be held August 19-22, 1982 at Parkside University in Kenosha, Wisconsin. This is the Grand-Daddy of Adventure Gaming Cons in the U.S. and definitely the most attended and enjoyable. If you've never attended one, you're missing a great time. For more info contact Skip Williams by writing;
Gen Con XV
POB 756
Lake Geneva, WI. 53147

Rune Scry Answer-

WITH THIS RUNIC SPELL OF DOOM
I SEAL MY FORMER MASTERS TOMB
LET THOSE WHO TRESPASS THROUGH THIS DOOR
BE FORMED OF STONE FOR EVERMORE



Grenadier Models
Price & Pine Sts.
Holmes Industrial Center
Holmes, PA. 19043

BULK MAIL
PAID
PERMIT NO. 49
Folsom, PA

Our thanks to Mark Hutzky of Moscow, Pennsylvania for sending us this fine Unicorn. We hope to feature more of his work in the future. If you have a black ink drawing you would like us to consider or a black & white photo of a converted figure send them, along with a brief explanation, to: Grenadier Bulletin
Price & Pine Sts.
Holmes Indust. Cntr.
Holmes, PA. 19043

We regret that we cannot publish or return everything we receive.

(Remove Staple Gently)

THE GRENADIER BULLETIN

Circulation- Over 6000

The Newsletter from Your Figure Company!

#3

NEW CATALOG ISUE!!

Deep within the confines of this issue lies a tiny tome. In it you'll find characters of lore, fantasy worlds, alien worlds, and the Old West. Starships prowl the deep spaceways! And never before seen figures come to the public in all their silliness.

It is, of course, the New Grenadier Models Consumer Catalog!

Now you can see the entire line of miniatures available from Grenadier. Not only the popular lines like our official ADVANCED DUNGEONS & DRAGONS™ figures (so it will be easier for you to request them from your retailer) but also some of our little known figures.

Most of you may not remember when but at one time Grenadier was a large producer of historical miniatures. But as times and tastes changed (and fantasy grew) we changed also. Eventually dropping every historical line, we made new strides in the industry by producing Starships, Western Figures, etc.

Along the way we picked up the license from TSR Hobbies for Gamma World™ figures and we produced 2 boxes and dozens of blisters with all sorts of mutants and humanoids in them.

Well, over the years we grew and expanded and moved into larger facilities time and again. Then we acquired the licensing rights for the figure line for the ADVANCED DUNGEONS & DRAGONS™ role playing game.

Now it's 1982 and we're pumping out figures to beat the band in all shapes of boxes & blisters. But what happened to our old line?

(Continued on Page 3)

☛THIS BULLETIN IS BEING BROUGHT TO YOU, FREE, BY GRENADIER MODELS.
☛EDITOR- Kim Eastland
☛PHOTOGRAPHY- Bernadette Connors
☛CONTRIBUTING AUTHORS & ARTISTS-
Mark Beadles R. Shirtz
Bruce Weigle Tim Canuti



A B C

New Releases

Two new Blister Packs from Grenadier Models in the ADVANCED DUNGEONS & DRAGONS Figure Line have been released in time for Easter Break. They include #111-Kobolds (5 differant ones) & #112-Wererats (also 5 differant ones)

Pictured Above are:
A) Kobold w/ Axe & Wicker Shield
B) Armored Kobold w/ Sword & Shield
C) Kobold w/ club & slung Shield

Pictured on Page 8 are:
A) Wererat w/ War Mace & wooden shield
B) Wererat w/ Flail & Dagger
C) Wererat w/ Spiked Club
D) Wererat w/ Glaive & "friend"

⊕ esp ⊕

Editorial Statement & Perspective

Do you ever wonder why we do the figures we do? I don't mean the figure lines, I mean the figures themselves. Well, in response to letters asking why we don't make 2' long dragons or other "huge" monsters we thought we'd explain how we decide on our figures.

The first consideration is SIZE. Since most of our lines are in 25 mm. (or 6' = 1 actual in. or 25 mm.) there are considerations about how small or large a creature can be. If listed as S or small in the Monster Manual we either have to have them grow up a little (like a 3' Kobold or 4' Goblin) or have them clustered around something (if 2' & under, like the Lil in our Gamma World™ line). Man-sized to 12' tall is the best area to work in for detail & size. (If we did them in their small size they would be so tiny as to be almost useless to use in gaming or painting, much like 10-15 mm figures).

But if they're too large we can't give justice to them either. For instance, the Red Dragon in our Dragon's Lair set has a body 4 " tall. While this is 24' in scale he is coiled (like dragons do) & if uncoiled is actually 48' long (the size of an ancient Red). AND, when we do larger figures we must make them multi-pieced. Which means they would have to be assembled and cost alot more than they do now (and if you think that's bad- price a 90mm. 1-piece figure & see if you would want to pay that price). So as you can see most large creatures, like Dinosaurs, are prohibitive due to their size (not to many people want to spend $4.00 for a single one & the sight of an undersized dinosaur strikes more humor in the heart than fear).

We did put out a massive dragon at one time (23" uncoiled 7½ lbs= 138' & over 300 hits) but, due to the assembly required and the price it wasn't popular. Today the same figure would cost between $40 & $60. Remember, when you deal with anything large you have the problem of cost.

The second consideration is DETAIL & DEFINITION. How appealing are puddings? How many should you put out? How do you portray an Invisible creature & why would you do it? We do creatures the customers prefer, whenever possible. That's why we ask your opinion on matters in questionnaires, but not all opinions are popular ones. Remember, we have to take the majority opinion into account.

Next we look & see how the figure would lend itself to "ACTION". This is very important to us and we feel we're the best "animators" in the industry. Instead of flat, planar poses that look stiff & unnatural we aim for action poses that convey the energy & intent of the character or monster.

Of course, all this time we have to take only the PROPER FIGURES. If it belongs in the ADVANCED DUNGEONS & DRAGONS™ or GAMMA WORLD™ Figure Lines then it can only be based on an existing creature in their cosmology. Our gunfighters & starships are based on certain time periods and we can't stray from those.

So, as you see, everything we do follows a certain process. And if you think there's a figure we should do, first ask yourself-

Is it the right size?
Is it detailed & defined enough for a figure?
Is it popular with everyone?
And, of course, does it fit into a Grenadier line?

And if these questions can be answered with a yes, then write us & give us your suggestions. After all, you're the reason we're here!



Pictured above- Our 6" long Engineering 'Bot- GAMMA WORLD™ Blister #39, vs. Wyatt Earp from our Western Gunfighters set-#5007, or Gunfight at the OK factory)

(Continued from Page 1)

To begin with, a lot was lost over the years of relocating. Still others were not as popular as our newest lines and sort of faded away. Indeed, the retailers could still carry the old material up to last year but, logically, concentrated on the more popular current releases. Because of this we are no longer making those figures available to the retailers. The items listed on side 2 of the order form are the only ones we have left in the lines.

To be absolutely honest with you they shouldn't be hanging up with our new material anyway because, though many of them are great, we feel our ADVANCED DUNGEONS & DRAGONS[tm] Figure Line surpasses any other line on the market today (including our "old" style figures.) (Pictured at left is our Giant in W. & W.-# 33. The Hydra to the right can be found in # 37 of the W. & W. Blister Line)





Therefore, because we still have requests for them from some consumers, we are making these lines available exclusively through mail order. Now for some brief descriptions of those lines.

The Wizzards & Warriors line is a 25 mm. fantasy line. It contains many creatures not found in our A.D. & D. line. Of particular note are the larger figures; e.g., the Great Wood Treeman, Giant, Hydra, Dragons, and other biggies. Within this line there are also "Double Blister Sets". These are dioramic pieces for adding life to your dungeon or world. All are 25 mm. and are unique in the industry (GRENADIER pioneered the field in diorama sets years ago!) The Wizzards & Warriors line is 7 years old this year and was designed (way back when) to be used in Fantasy Role Playing Games, therefore it is perfect to use with the ADVANCED DUNGEONS & DRAGONS[tm] game.

The Space Squadrons boxed set is still available to retailers but the blister packs are mail order only. There are many ships in the blisters that are not in the box; e.g., the Stellar Battleship, Galactic Attack Carrier, & myriads of small fighter types. The line was designed to either use for those starship micro-miniature games or collect & display.

Gamma World[tm] is an extremely popular Science Fiction Role-Playing Game from TSR Hobbies. It features monsters & mutants galore and appeals to the science fiction fan who might like Dr. Who or "space opera". There are 2 large boxed sets carried by retailers now and are very popular. But few people realize that we had a huge line of Blister Packs out years ago Those remaining one are listed on side 2 of the order shee and are perfect for many uses. You may not know this but there is a conversion system for Gamma World[tm] characters to the ADVANCED DUNGEONS & DRAGONS[tm] cosmos on pages 113-114 of the DUNGEON MASTER GUIDE. It is very good and offers the potential for fantasy & science fiction to meet (providing for some great adventures). GAMMA WORLD[tm] is currently being updated and should be better than ever upon release. A word of note- the large Engineering 'Bot on page 2 is a modular piece and can be made many ways, but does require some filing and fitting.

Snit's Revenge[tm] is a game of weird creatures warring with one another. It's a board game put out by TSR Hobbies and these figures may be substituted for counters.

FANOTES!

Welcome to our new column- FANOTES. Since day one of the Bulletin we've received tons of mail, many of whom stated they'd like to see a letters column. Now most of our writers (being the smart people they are) usually never skimp on words, emotions, etc. Thus their letters tend to be lengthy, which is fine for reading but not for reprinting. Therefore this column, unlike most letter columns, will be excerpts or "notes" from fans letters that may be of wide spread interest to our readers.

The intent of the column is not a stomping ground of complaints, a battleground of comparisons of figure companies, or a daisy field of nothing but raving compliments about how super great we are (though we do get alot of those). It's purpose is informative & it's slant- conversational.

#1 "I really want to buy treasures. (Blister) #105, the treasure, that is what I like. I also would like to see a catalog of modules,...treasures... etc." Bryan Young of Phoenix, AZ.

Already you have your catalog, Bryan. How's that for service? As for treasures, let me list what's currently available-

2000 Series
2004- Chests being carried by Hirelings
2008- Opened chest
2009- Shelves with scrolls, tomes, & items already attached. 2 covered treasure urns, table w/ sage's implements on it.

Blister Series
105- Besides the Djinni & Efreet there is a small pile of coins w/ a chest on top & a crown on top of chest
109- In addition to a Basilisk & 2 Cockatrice there is a good sized mound of coins with a shield, Giant skull, & nest on top. One of the eggs hatched.

Future Releases- Each of the 2 Elemental packs will have a "magic item" used to summon one of the Elementals. The Giant pack will have treasure in it also, as will future blisters.

The Double Blister Diorama Sets in our WIZZARDS & WARRIORS line are all items & treasures. And we also are now offering Treasure Gems, like those in our Dragon's Lair, in our Special Mail Order Section (SP2)!

Modules we don't make, TSR Hobbies makes those because they are the ones who make ADVANCED DUNGEONS & DRAGONS™. All comments, requests, etc. concerning the game should go to TSR, not us.

#2 "I would like to point out one thing that I don't like about your miniatures or any other miniatures for that matter. The problem is that with miniatures that have some sort of long, slender appendage such as a pole arm they always seem to break off. I don't know how you could change this problem, maybe a differant piece of metal for just the weapon".
Bill Brown of Plainville, MA

This has always been a problem with miniatures, Bill. There are basically 3 ways to get around it; A) make the weapon separate (which does not always work because the weapon might not fit or look right) and have the consumer glue it on, B) never make a long, slender appendage (which a lot of companies adhere to) or C) do what we do and make the figures with a pole arm, etc. out of a differant metal that allows bending, UP TO A CERTAIN POINT. The best way for us to avoid breaking the item or appendage is to either have the figure holding it in such a way that it will minimize damage (which we do) or have a foam protector that cushions the figure, not just contains it, in the box (which we do). What <u>you</u> can do to minimize damage is:

* Always use a pedestal when painting and glue the figure on it. This will stop fat fingers from snapping thin weapons. (See below) A dowel or tall thin jar with lid can be used. A light glue like Elmer's is best. This will also allow a better angle for painting.

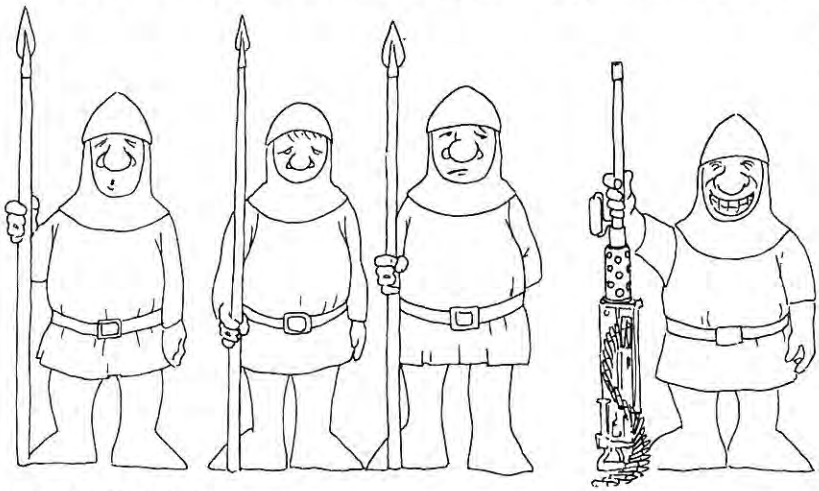


* If a figure is bent and needs a little straightening, use a needle nose pliers to <u>gently & slowly</u> bend the figure. Some arms, etc. can be repositioned this way to make a figure look differant.
* NEVER let a player or viewer pick up your figures by the top or weapon (which is a common practice because that is usually the easiest to grasp) Always pick a figure up by the body.

(FANOTES CONTINUED)

#3 "... Are individual figures of the Wizzards & Warriors line available?" Paul Price of Colombus, OH.

The reason I picked this one is that it is a common request. Due to the handling, packaging, price increases, etc. we do not sell any figure seperately except those listed under Specials. Nothing else. We also will not sell 10 of one kind of figure to anyone. It just isn't economical for us (and being economical is how we keep our prices down for you.) This is one of the reasons we came up with our ADVANCED DUNGEONS & DRAGONS™ Blister Line. So the consumer could make small parties or armies without having to buy the sets.



QWIK-NOTES-

To the fan who wrote in asking about a "CURDMATIC" Dragon- we know of none made of cheese, cottage or otherwise.

To the fan who wrote in asking for a figure of Lolth because his character is married to her- Plane shift fast & stay there.

To those who asked about Fiend Folio & Dieties & Demi-Gods figures, we are planning those a ways off due to much more pressing needs (which you'll see this summer and, I'm sure, be very happy with the results)

To those great historical collectors who still write to us once & awhile to see if we produce any more historical lines- NO! Sorry! Try Mini-figs who have a very good selection. And try some fantasy figures. I promise, they don't really bite (just look like it).

To those of you who wrote in to say thanks for the Bulletin, the Xmas present, the great new releases, or for listening to you- Hey, as Ronald McDonald says, "We do it all for you!"

#4 "... What is a Blister Pack...?" Andrew Lupp of Dayton, OH.

Good Question! I guess I've not made that clear. A "Blister Pack" is a term used to describe that form of merchandising a product in which it is enclosed in a little clear plastic box or "blister", backed with foam (if there's room) and attached to a card (with color & a hole on top). This is then hung on a "Peg Rack" wall in hobby stores & retail stores. Most companies now use this form of sales and while our ADVANCED DUNGEONS & DRAGONS™ Blister Line is new we were one of the first companies to use the cards when we introduced our Wizzards & Warriors line many moons ago. As with the rest of our A.D. & D. line the blister cards hold 25 mm. figures.



Our many thanks to Tim Canuti of Scarsdale, NY for his clay Dragon. Obviously one with great Wisdom!!



Ta-Da-Da!!!

In the first issue of the Bulletin we printed the drawing to the left, said it reminded us of Riega Nerd, and invited those interested to send in their thoughts of what he was reading. Since then dozens of fans have written in with their suggestions. After much deliberation we have chosen the winners-

1st Place (Grenadier Large box of winner's choice)-Doug Goins of Sidney OH. "At long last! I've found the spell for removing fingers superglued to the forehead!"

2nd Place (Grenadier Small box of winner's choice)-James Hencerling-Centerpoint, TX Let's see, #13 Across, a nine letter name for the best miniature company in the world, Hmmm....."



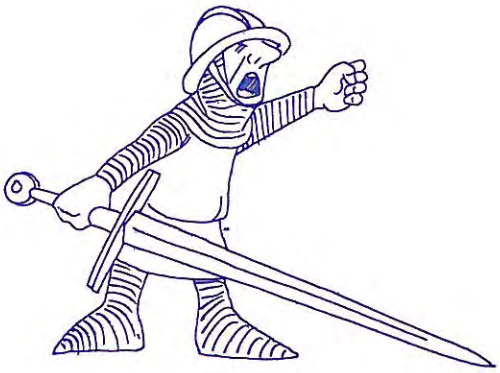
3rd Place (Grenadier Blister Pack of winner's choice)-Tom Lohuis of Jackson, WY-"Aha! Here is another case where the pun is mightier than the sword!!"

My many thanks for all those who took the time & brain power for their suggestions. See the column to the right for our next contest!

And keep your eyes peeled for upcoming contests. Next month we end the Figure Flash contest & will have a Super New Idea contest announced at that time. And boy, wait until you see the prizes for that one!!! It'll have you thinking all summer!

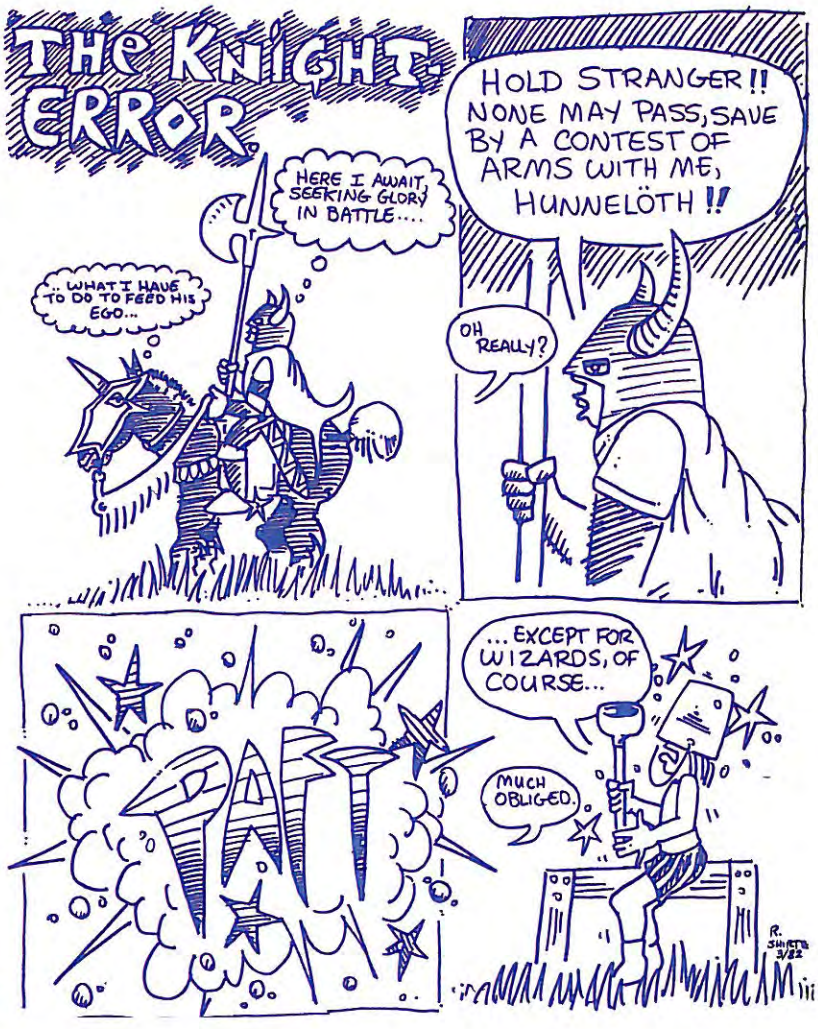
GEN CON EAST UPDATE

Since first announcing GEN CON EAST Gaming Convention there has been some changes. It will now be held at Widener College in Chester, PA on June 17th through 20th. It promises to be a great time. For more info contact "Skip" Williams, Gen Con East, POB 756, Lake Geneva, WI. 53147



AAAARGHH!!

Now that the first "fill in the mouth" contest is over, we'll start another one. Above is a low level fighter with a big sword, hollering. Send us your suggestions on what he's yelling. Again, in a couple of issues, we'll print the winners and grand prizes. Send to: GRENADIER BULLETIN
"YELL"
PRICE & PINE STS., HOLMES IND. CNTR.
HOLMES, PA 19043



A-MAZE-ING

Below you'll find a maze which you are invited to enter. As you can see, there are 11 differant entrances but you want the path that will lead you to the treasure chest (T.) in the center. You can treat this as an ordinary maze game (tracing a path with a pencil) OR, for those of you who play adventure games, you can use this for your dungeon. If you use this as a gaming aid you may want to use the differant symbols for differant aspects of the game.

EXAMPLE OF MAZE INDEX-

*Numbered entrances (each entrance is assigned a "protecting" monster by the referee)

*Dark Stars- Location of Traps or teleporting devices.(in which case you'll really get a group lost).

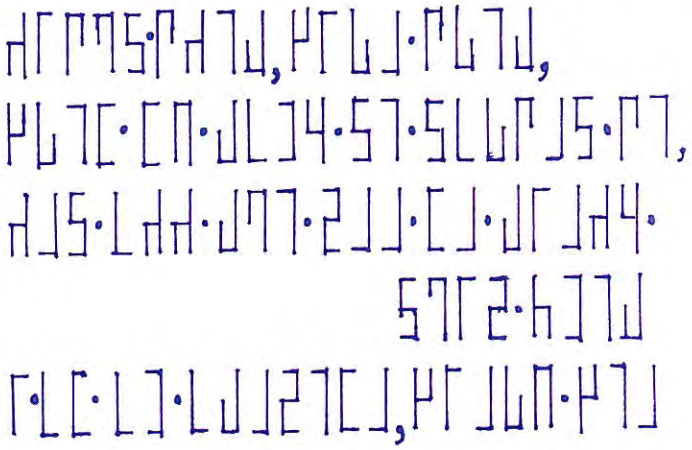
*Light Stars- Check for wandering monster or location of torches. (Only those torches stay lit down here.)

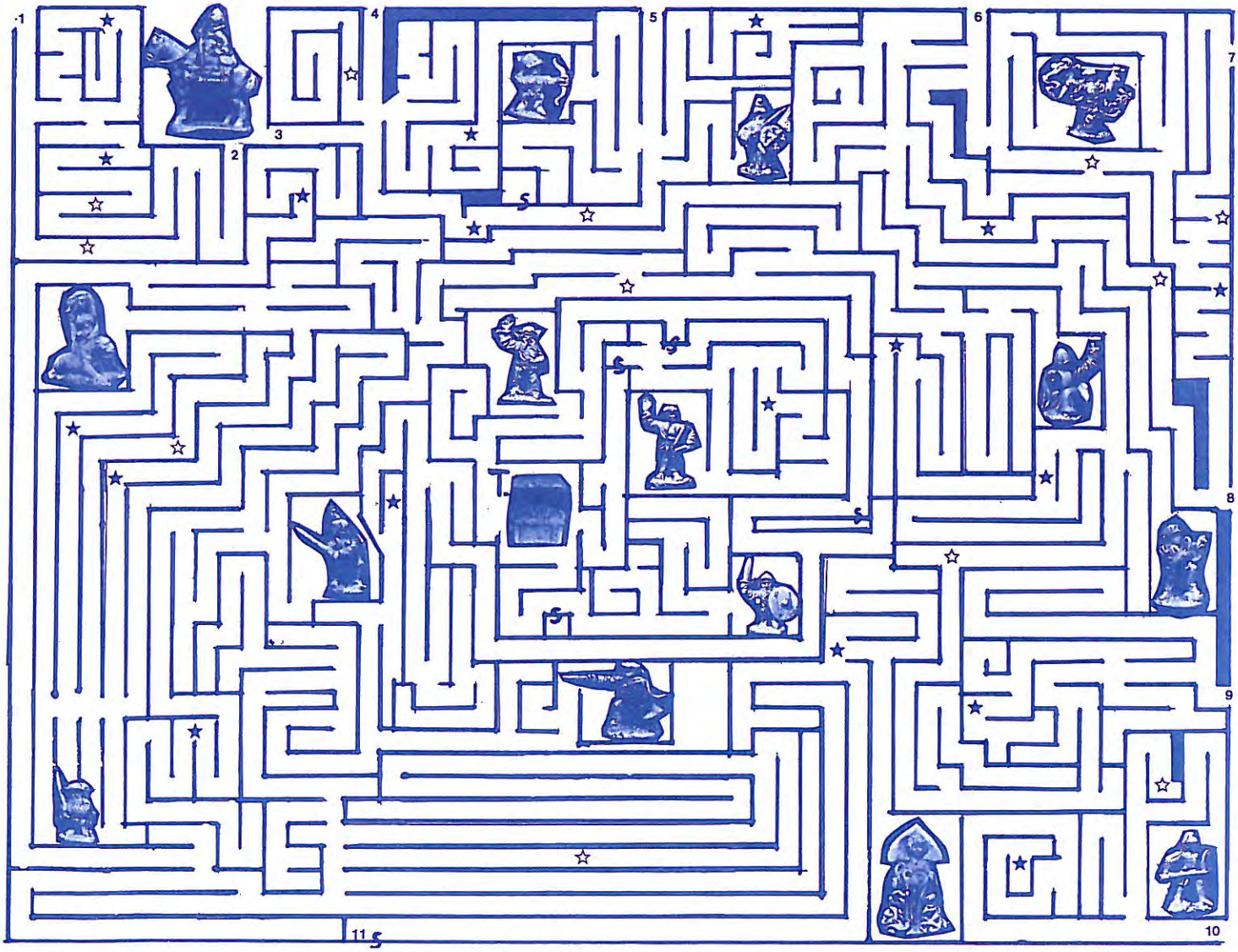
*Pictures- Represent a character or group of characters party runs into. (Dwarf is a band of 12 Dwarves armed identically & looking for trouble, etc.)

*S- Secret Door or bad magic item.

RUNE SCRY

You've wandered through the dungeon for hours knowing that something was behind you. But you have no weapons, no spells, nothing but your clothes and a torch which is fading fast. Suddenly you find yourself in a dead end, cut off from any help. You hear breathing coming toward you from the darkness beyond. You see a staff in the corner covered with runes. Try to figure out what it says-Fast!





EYE-DOL TALE

OR More Nerd's Words!

It started by accident, actually. An ignorant peasant, sloppy & drunk, stumbled into the Temple of the Goddess of Beauty and touched the idol of that same Goddess. Following his immediate disintegration a voice informed the priests that the Goddess had been peeved about having her likeness touched by a peon and only the sacrifice of the most beautiful object in the Barony could appease her. Otherwise, she would simply sink the land into darkness for 10 years.

Baron Bascali ordered all items of worth to be brought before the idol for its reaction. Hundreds of rare treasures were paraded before the great golden female but not so much of a twitch was to be seen from the metal face. Finally the Baron's own horde was brought through with but one horrifying aspect to it. Whenever Bascali's daughter carried an item around the statue it would open it's eyes and smack it's lips. After a few more test runs the Baron became distinctly aware that the "beauty" the Goddess spoke of was not of an inanimate nature. He immediately sent for Riega Nerd, his trusted librarian.

Wheezing and hacking,the dust covered old sage was filled in on the entire story. Moaning & weeping, the Baron pleaded for Nerd to find a symbol of Beauty to substitute for his daughter. Muttering and shuffling, Riega left for his assistant.

Which brought them to their present location, a bone-strewed cavern miles from the castle.

"But master," Lad continued, " I still don't understand why we must have my initiation into the Royal Archers here in this dank, gloomy cavern.."

Nerd interrupted, "Tradition, Watt's son! There is an enchanted target within here that floats. If you can strike it, with only one arrow, before it is completely in view, then you're in. "

"Well, that's tricky but I should have a chance. I'm the best archer in the Barony for my age." the boy boasted.

"Immodest, but true. Here now, Lad, take this arrow for your test. It's the only one you'll be allowed." and with that Nerd handed him an ornately carved arrow with weeping eyes worked into it.

"Strange looking arr...", Lad started to say but something moved within the cavern. Floating within the dark was a sphere blacker than it's background. With a startled noise Lad notched his arrow, drew, and let it fly. All before Riega could see what the boy was aiming at. The arrow sparked as it struck the darker area and an awful cry echoed through the cavern, followed by a sickening "plop".

Lad stared at the area with mouth agape, Nerd dashed up to the fallen heap, unsheathed his dagger, and began carefully hacking at it.

"What was that?", Lad whispered.

"An Eye Tyrant, boy. Sorry to deceive you but I was afraid the fear of a Sphere of Many Eyes would stay your hand."

"But a single arrow couldn't kill a Beholder!"

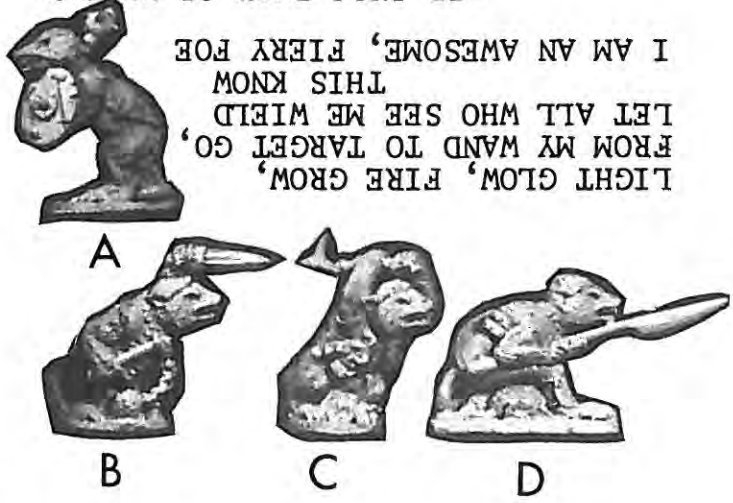
"It can if it's magical and created for that purpose." Nerd chuckled, "And when you reach the proper age you've more than passed your test for the Royal Archers!"

The next day the priests were fitting a glowing gemstone the size of a melon into the idol's forehead. "And you say it can from the inside of an Eye Tyrant, Riega?" Bascali asked.

"Yes, right behind its central eye. After you asked me to help your daughter I studied for hours and found that all wise men agree on one thing, 'Beauty is in the Eye of the Beholder'!"

THANKS TO MARK BEADLES OF SCHOOLCRAFT MI. FOR THE ORIGINAL TALE.

ANSWER TO RUNE SCRY II-





SPECIALS

("You're walking down a dark dungeon corridor, no openings visible."

"We throw a spell to light up the area!"

"O.K., the area bursts into brightness and there before you is a horrible floating sphere."

"An Eye Tyrant!!!!!!!!?"

"No,differant! It's bright yellow with black eyes & a stupid smile. Make your saving throws!")

What is a Funny Fantasie? Well, it's the newest "mini-line" concept from the Folks at GRENADIER. Quite simply put, it's a series of humorous figures that are available only through the Bulletin. Their purpose is just for the fun of it and they are usually based on a previous creature (like the "Have a Nice Day" Beholder pictured above). The price varies but is generally higher than our normal figures because of the limited run.There will be a new Funny Fantasie every issue of the Bulletin and the old ones will be kept "aboard" so your friends, after seeing yours, can get one too. A great gift, collectors item, or fun monster to drop on a party!("Make your Saving Throw vs. Sickening Smiles")

The Specials mentioned on the Order Form are from overstocks, requested items etc. The dice are white ½" six-sideds which we have on hand and now offering to you at a great savings from regular dice. The gems are the same as the ones found in the Dragon's Lair and really jazz up a sword hilt, helm, or treasure pile. The gold basilisk is the same as the one advertised in the first Bulletin and the Gold Pendant Dragon is the same item given as Christmas Gifts in the original Bulletin Package. These Gold items are plated and really add to a collection. More items are planned for the future and will be advertised in the Bulletin they are released in. An Order Form will accompany every Grenadier Bulletin from now on for easy ordering and complete "up-to-date" listings!

Happenings!

Genghis Con IV, "the Rocky Mountain region's largest game convention" June 4-6 , Auraria Student Center, Metropolitan State College, Denver, Colorado

GEN CON EAST, "the Quality Convention on the East Coast" June 17-20 , Widener College, Chester, Pennsylvania (official A.D. & D. tourneys)

CWA-CON "One of America's fastest growing regional cons." May 21-23 DuPage County Fair Grounds, Wheaton, IL. Some TSR personnel will be there w/ a game or two and among the Guests of Honor will be Robert Aspirin (the author of Thieves World books), and Kim Eastland (Bulletin Editor) with a seminar & slide show on Grenadier. It promises to be a great con!

GEN CONxXV, "the grand-daddy of the American gaming conventions" and most probably the best around today. August 19-22, Parkside University, Kenosha, Wisconsin(Official A.D. & D. everything!)

Coming your way soon, TSR's Monster Cards! Beautifully illustrated cards with a 4 color picture of one of the famous A.D. & D. monsters on one side, vital stats on the other. Use them for showing the party what they "see" (heh, heh!), flash cards for studying the monsters abilities, or just for collecting. Around $3.00.



Due to bad exposure on a picture that was in #2 to show what a "mounted" figure looked like, most people could not see it. Above, on the left, is a "mounted" Drider-on the right, a normal Troll figure.

A MAD-DJINN-AIRY TALE OR Lad Saves the Day

"Set it down there, Lad."

The boy lowered the huge Brass Bottle with a clang, "What's this for?"

The old mage, hacking and wheezing, looked as if he were about ready to spin a yarn, then changed his mind and smiled, "It's for a Djinni."

Lad's eyes grew to where they looked as though they would conquer his face, "I..I thought Djinn were kept safe.. in small bottles. Hidden away! Forever!!!"

"Not if a stupid thief attempts to steal it.", Nerd muttered & began setting his conjuring material about, "And, once obtained, stupidly opens it. And, once opened, finds out that Apeni, last of the mega-djinns, resided within. And once discovering this, dies from a heart attack at the very sight leaving this all powerful monster to wander away & rebuild his empire. Halflings, hmmph!"

"This all happened recently?"

"Within the last week, Lad. The remains you see about you are of a village nearby, 200 peasants (and assorted travellers) for his feasts. If we don't stop him now, we won't be able to".

"So what do you have planned?"

The hunched librarian shrugged, "I'll play it by ear, mostly. His is a cunning race and can only be re-jarred in an unorthodox manner. I have with me most of the incantations to perform the feat but quite frankly, I'm worried. I had no time to study upon this before I left. There will surely be a trick. Have your bow prepared,just in case."

Before long a wisp of smoke drifted along the cavern floor. Immediately, Nerd began chanting. Slowly the Djinni formed & grew until he stood 3 stories tall. He began approaching them. Suddenly a spirit-like form shrieked past and attacked the Djinn.

"What the...?" Nerd shouted.

"Keep chanting, keep chanting"

He began again & Lad eased the lid off the massive Urn. But Nerd looked haggard and pained, his words forming slower & slower, his eyes glazing over.

Lad watched and worried and suddenly knew. " Die, Aerial dog!" he screamed in what, he thought, was heroic fashion. And with that he let his arrow fly... right into the Djinni's opponent.

Suddenly the air was filled with a bellowing rage as the former mega-Djinn was sucked into the jar. Even the lid smacked on after him, drawn by the magic vortex. Riega Nerd shook his head.

"What...what's happened?" he asked as he sat down heavily. Lad rushed to his side. When it appeared Nerd was all right the boy explained how the old sage seemed to be drawn into the incantation while the Djinn fought."And you deduced that it was the trick of Apeni. Very bright, but how did you know to fire at the undead spirit?"

"Well, uh.."

"Have you been in my tomes again? Riega eyed him with a ferocity that rivaled the Djinni.

"Yes.", Lad said after a moment.

"And how did that clue you to the trap?"

"Well, Riega, the last thing I read was a very old libram called an 'Almaric','Elmanic', or something like that. Anyway it was full of wise sayings. But one I didn't understand. Until today- Apeni saved is Apeni Urned

They sat there a very long time, looking at each other. Finally Nerd spoke, "And you fired that everfast bow of yours at a ghoul, huh? Even knowing it wouldn't hurt it! Very good, boy, very good."

They gathered their materials up and slowly left, talking all the while, "Ghastly, just ghastly" Nerd chuckled.

"We didn't have a ghost of a chance", Watt's son rejoined.

"To face that much wraith, er.. wrath could make one a shadow of his former self, eh, Lad?"

"Oh, I ex-spectred it. It sure was u-ghoul-y, though." Lad laughed.

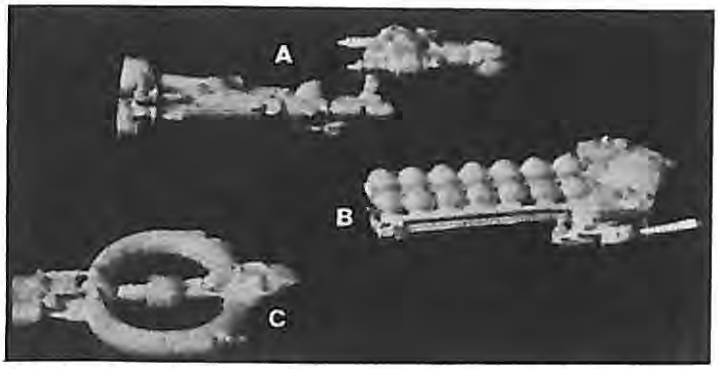
"Un-Lich you like that kind of thing. Wight, boy?"

The boy shook his head, "Oh, I give up, Riega, I give up."

"Smart boy!"

(Pictured Below- Lad the Archer)





(Pictured Above- 3 starships from our Space Squadrons Figure Line. They are;
A. Destroyer Escort (Blister SS 8)
B. Minelayer (Blister SS 11)
C. Frigate (Blister SS 5)

WHAT'S UP?

What's up in the GRENADIER BULLETIN #4 (out in early summer)? Fun things, of course! A double Spotlight on Andy Chernak (Prez of Grenadier and head sculptor) and Ray Rubin (V.P. at Grenadier and box cover artist extraordinaire), a look at the upcoming Gen Con East Gaming Convention, and more puzzles, cartoons, and, of course, Riega Nerd. PLUS, the results of the Foto Flash contest (if you can hurry you'll still be eligible and the field is still light as of this printing) and the new Funny Fantasie monster.

Remember, any articles, artwork, etc. that are submitted cannot be returned without a Self Addressed, Stamped Envelope mailed with the item. We regret we cannot reply to all who write but time just doesn't allow that. Also, NEVER send cash in the mail, always send a check or money order (for your own good).

See ya' next issue,

Ken

THE RPGA RUNDOWN

If you've been reading the last two Bulletins thoroughly you've seen the name RPGA come up from time to time. What is this? How can you join? (And why?) Here's your answer!

The Role Playing Game Association™ was formed by TSR Hobbies to provide a club for those gamers who wished to be kept abreast of new items & events pertaining to all the various fields of Adventure Gaming. Most of the promo information is listed below and there is an application form on the other side of this which you can snip out (or mimeo) if you wish to join.

Now, you may ask, do I think you should join. Usually we like to keep out of these things (due to the fact that we're miniaturists, not the game producers) but in this case I'm going to give you my opinion. Yes, you should definitly join, if only for a year, for a variety of reasons.
A) First and foremost- they do provide you with excellant official information on TSR Hobbies products. This includes answers to questions about A.D. & D. (send them there, not to me).
B) There is a first class article series that just began in their newsletter (it's been around as long as this one has) on Figure Painting. It promises to informative and extensive and I highly recommend it.
C) For you gamers- there are special offers, such as their new A.D. & D. module R1 (To the Aid of Falx) that can't be found elsewhere! (This is the best Module since Gary Gygax's S3- Expedition to the Barrier Peaks.)

I know $10 is a lot to lay out, but try it. You'll love it!

The ROLE PLAYING GAME ASSOCIATION™ MEMBERSHIP

An international organization for TSR role playing game fans everywhere! For less than the cost of buying one new game, YOU can become a member of this exciting new club.

As a new member, you will receive a members' introductory package containing:

- Your **membership card** — this plastic embossed card (of the same size and quality as a standard credit card) identifies you as the holder of an RPGA™ Membership.
- Your **members' pin** — this attractive metal symbol of your RPGA Membership immediately shows others that you are a player of TSR role playing games.
- Your **membership certificate** — this permanent document of your membership is suitable for framing, a proud addition to your home or office.

A new RPGA Member can purchase a one-year's subscription to the DRAGON™ Magazine at a great discount: only $20, a savings of $16 off the total single copy price! DRAGON Magazine contains many articles about role playing games and information on game conventions and other national and local events. This offer may be withdrawn at any time, and prices are subject to change without notice.

As a member in good standing, you will receive a subscription to the RPGA newsletter, containing articles by your favorite role playing game designers, advance notice of new TSR role playing games and accessories, and much, much more.

In addition, you will receive a copy of the yearly RPGA Directory for your area, containing the names and addresses of other role playing gamers — so you can organize better and larger games, collect new ideas, and even set up a tournament of your own!

As an RPGA Member, you can order items from the RPGA Gift Catalog that are not found anywhere else — not from TSR, and not from your local retail store — such as posters, special RPGA Tournament modules, and other limited edition collectors items for you and your friends.

Please fill out the application form below (or put the same information on a separate sheet of paper), and with your check or money order payable to the "Role Playing Game Association", or use your VISA/MASTERCARD, and mail to:

RPGA Membership
P.O. Box 97809
Chicago, IL 60690

Please allow 6-8 weeks for delivery of your initial membership package. You will be included in the 1981 RPGA Directory unless you notify us otherwise. Prices are subject to change.

OFFICIAL RPGA™ MEMBERSHIP APPLICATION



Name _____

Address _____ (Street)

_____ (City / State / Zip Code)

Club Name (IF APPLICABLE) _____

Club Address _____ (Street)

_____ (City / State / Zip Code)

Birth Date _____

Visa # _____

MC # _____

Interbank # MC only _____

Phone # _____

Area Code (___) _____ _____

Signature _____

Please check one: MEMBERSHIP RATES:

1-year _____ $ 10 ☐

2-year _____ $ 18 ☐

5-year _____ $ 40 ☐

Lifetime _____ $200 ☐

1 yr + DRAGON Sub. _____ $ 30 ☐

Age _____

Interests:	Game Master		Player
☐ D&D® games	☐	_____	☐
☐ AD&D® games	☐	_____	☐
☐ BOOT HILL™ games	☐	_____	☐
☐ TOP SECRET® games	☐	_____	☐
☐ GAMMA WORLD™ games	☐	_____	☐
☐ FIGHT IN THE SKIES™/DAWN PATROL™ games	☐	_____	☐
☐ OTHER: _____	☐	_____	☐

☐ Do NOT include my name and address in the RPGA™ Directory.

TSR™, DRAGON™, AD&D™, GAMMA WORLD™, BOOT HILL™, TOP SECRET™, and FIGHT IN THE SKIES™/DAWN PATROL™ are trademarks owned by TSR Hobbies, Inc.
D&D® is a registered trademark owned by TSR Hobbies, Inc.
Role Playing Game Association™, RPGA™, and GEN CON® are registered service marks owned by TSR Hobbies, Inc.
©1981 TSR Hobbies, Inc. All Rights Reserved.